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FLAG

JAGUAR

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GAME MANUAL
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SPIELANLEITUNG



JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling the Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.

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Checkered Flag is a trademark of Atari Corporation. © 1994 Atari Corporation. Developed by Redline. Atari, the Atari logo and Jaguar are trademarks or registered trademarks of Atari Corporation. All Rights Reserved. This software is copyrighted by Atari for sale only for the Jaguar 64-Bit Interactive Multimedia System.

FORGET ABOUT BRAKING!

Race for the Checkered Flag behind the wheel of a turbo-powered speedway racer in real-time, 3D-action. Choose from 10 high-performance tracks and see the speedway from 6 distinct views. Alter features and attributes on your racer to improve your times or even change the weather conditions. You'll swear you feel the wind in your hair as your tires screech around the curves. Just keep your sweaty palms on the controller!



GETTING STARTED

- 1** Make sure your Atari Jaguar is OFF.
- 2** Insert the Checkered Flag cartridge into the Jaguar.
- 3** Turn the Jaguar ON.
- 4** You should see the Checkered Flag Title screen.
- 5** Press the A, B, or C Button to go to the Options Screen.

CONTROLS



A Button Accelerate

B Button Brake

C Button Cruise Control (while held down)

Button 1..... Driver View 1

Button 2..... Driver View 2

Button 3..... Driver View 3

Button 4..... Driver View 4

Button 5..... Driver View 5

Button 6..... Driver View 6

Button 0..... Music ON/OFF

JOYPAD UP..... Manual Transmission Shift Up

JOYPAD LEFT..... Steer Left

JOYPAD RIGHT..... Steer Right

JOYPAD DOWN..... Manual Transmission Shift Down

* and #..... Resets Game



OPTIONS SCREEN

To get to the Options Screen, press the A, B or C Button at the Title screen. Move the Joypad LEFT/RIGHT/UP/DOWN to make a selection from the Options Screen.

YOU MAY CHANGE:

COLOR	Red/Black (default)
	Blue/Yellow
	White/Green
	Red/White
	Green/Blue
	White/Orange



WEATHER	Sun (default)
	Rain
	Fog
AIRFOIL	Low (default)
	High
TIRES	Dry (default)
	Wet
GEARING	Auto5 (default)
	Manual
DRONES	1 to 5 (default)
RACE	Single Race (default) — Choose the number of laps and the track and race against the competition and the clock in a single track race.

Free Practice — Hone your racing skills by choosing the number of laps and the track you want to practice on — it's just you and your machine against the clock.

Tournament — It's the ultimate race for the checkered flag! Take on 5 tough competitors in a full racing season on all 10 treacherous tracks. Your starting position is based on your previous race result so you'd better burn some rubber, baby.

NOTE: In Tournament Mode, the weather is fixed, so you will need to adjust your tires and airfoil to suit track conditions.

LAPS

1-99

10 (default)

TRACK

The Hole (default)

Green Valley

River Mouth

Desert Pass

Deep Wood

Island Hop

The Gorge

Concrete Canyon

Sunset Strip

Arctic Run

Press the A, B or C Button to start or press the Option Button to go to the Configure Screen.

CONFIGURE SCREEN

The Configure

Screen lets you change the default Joypad controls to the controller configuration you'd prefer. It also lets you change the Track Map or Tachometer Display.

Press **OPTION** to move to and from the **Configure Screen**. Press the Joypad **UP/DOWN/LEFT/RIGHT** to select the configuration options you want.

To begin the game, press the **A**, **B** or **C** Button



CHANGE THE CONTROLLER CONFIGURATIONS

ACCELERATE

BRAKE

default	A	B	C
	A	C	B
	B	A	C
	B	C	A
	C	A	B
	C	B	A

CHANGE THE TRACK MAP

Spinning (default)

Static

OFF

CHANGE THE TACHOMETER DISPLAY

ON (default)

OFF

MEMORY SAVE FEATURE

The Memory Save Feature lets you keep the Music and SFX volume settings, best lap times per track, your car color and transmission type, and top five tournament results. It also lets you keep your selected track and number of laps (except if you were in tournament mode), as well as the button configuration and track map/tachometer settings.

The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press %, Option and # while on the Checkered Flag Title Screen.

VOLUME ADJUST FEATURE

To adjust the volume:

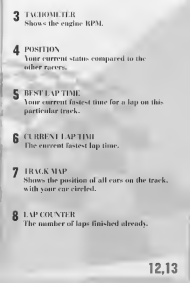
- 1** Press PAUSE during gameplay.
- 2** Press X to access Music Volume Indicator.
Press the Joypad LEFT and RIGHT to adjust.
- 3** Press B to access SFX Volume Indicator.
Press the Joypad LEFT and RIGHT to adjust.

GAME SCREEN



1 **SPEED**
How many miles per hour (MPH)
you're racing.

2 **GEAR**
Your current gear number (1 through 5 if
automatic, 1 through 6 if manual).

- 
- 3 TACHOMETER**
Shows the engine RPM.
 - 4 POSITION**
Your current status compared to the other racers.
 - 5 BEST LAP TIME**
Your current fastest time for a lap on this particular track.
 - 6 CURRENT LAP TIME**
The current fastest lap time.
 - 7 TRACK MAP**
Shows the position of all cars on the track, with your car circled.
 - 8 LAP COUNTER**
The number of laps finished already.

MANEUVERING

STEERING Steering velocity follows a shallow bell form and with practice can be anticipated for successful turns.

While holding the Joypad down, the car will turn a small amount at first, then will turn more sharply before lessening again.

WHEEL MEMORY Wheel memory retains your vehicle's wheel position at the beginning of a curve.

HINTS

Use wet tires in rain or fog.

Choosing manual transmission gives you a higher top speed.

A low airfoil gives your car less drag but it will have less downforce. You'll want to use it on fast tracks.

High airfoils are especially good on curvy tracks.

Avoid the roadsides and pit areas. They will slow you down and cost you time.

You have less traction in the fog.

CREDITS

Developer: Rebellion

Producer: John Skaruch

Coordinator: Jason Kingsley

Programmer: Robert Dibley

Graphics: Justin Rae

Music:
Will Davis
Alex Quarnau
Nate Brunnhildt
James Cronke

Lead Tester: Andrew Keim

Testers:
Lance J. Lewis
Dae McNamere
Scott Hunter
Martin Mueller
Tom Gillen
Joe Sousa
Hank Cappa
Stewart Wilson
Toby Harrison-Banfield
Tal Funke-Blin

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The warranty is null and void if the cartridge has been opened and/or any parts were repaired or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

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